Comix | Comics Shader for URP v1.1
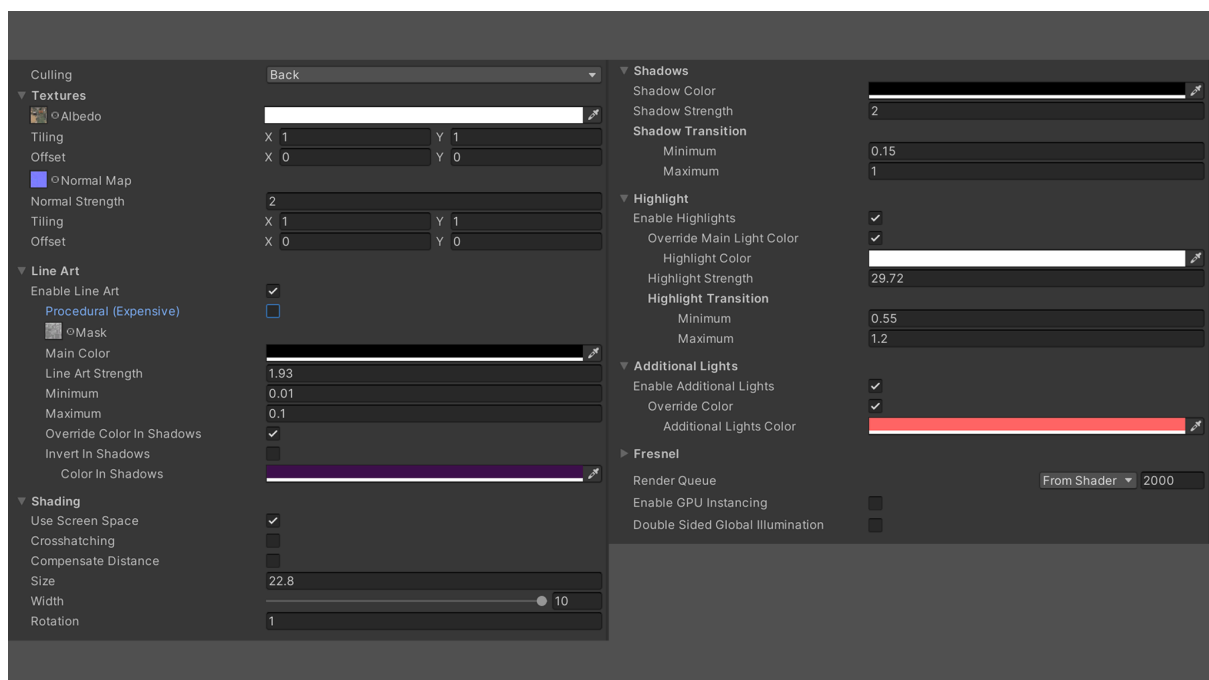
by Eugeen

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Thank you for purchasing Comix Shader!

OVERVIEW

Comix is a comics-stylized shader for **Universal Render Pipeline**. Its main goal is to help you achieve the distinctive visuals of comic books. It comes with a number of parameters grouped into **7 categories**.
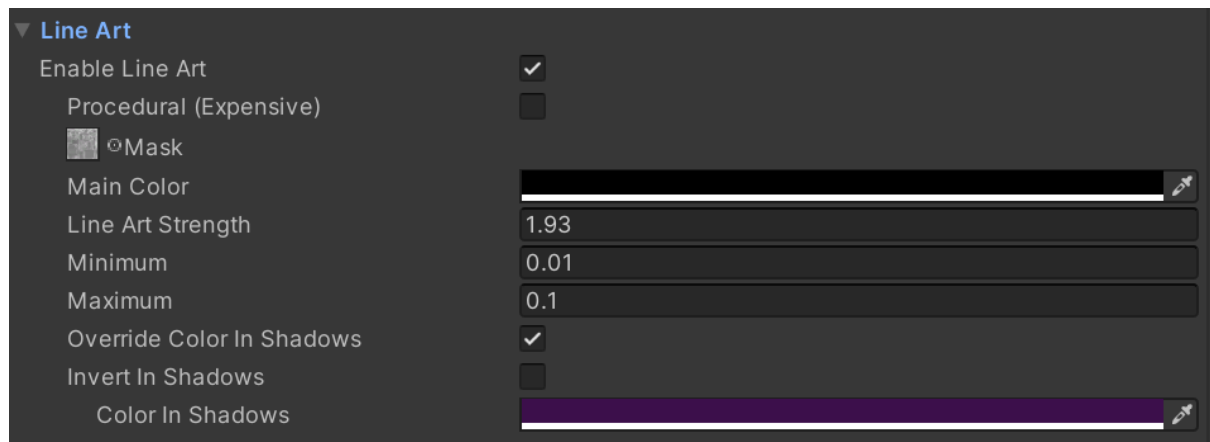

TEXTURES

In the **Textures** category you can assign your **Albedo** and **Normal** maps (and set tiling and offset) as well as **Tint** color and **Normal Map strength**.

LINE ART

The **Line Art** category contains parameters for line art on your model. Please note that such line art created via shader is **inferior** to standard screen-space solutions and might look rough or noisy.

- **Procedural** : creates line art procedurally from albedo and normal maps. Performance-heavy and when possible should be switched off.
- **Mask:** switching Procedural checkbox off lets you assign a mask texture that will be used to create line art. Use **Curvature map** (white for edges, gray/black for non-edges; can be baked in any 3D software) for best results. *Check out demo assets to see examples of mask textures.*
- **Main Color:** sets the color of the line art.
- **Line Art Strength, Minimum, Maximum:** let you fine-tune the line art. The best way is to tweak these values and see the result.
- **Override Color in Shadows:** enables options to set specific line art color in the shadowed parts of the model.
- **Invert In Shadows:** sets the line art color to albedo color in the shadows. Essentially removes shadows in the parts where line art is applied.
- **Color in Shadows:** sets the line art color in the shadows (shows up if the previous option is disabled).

SHADING
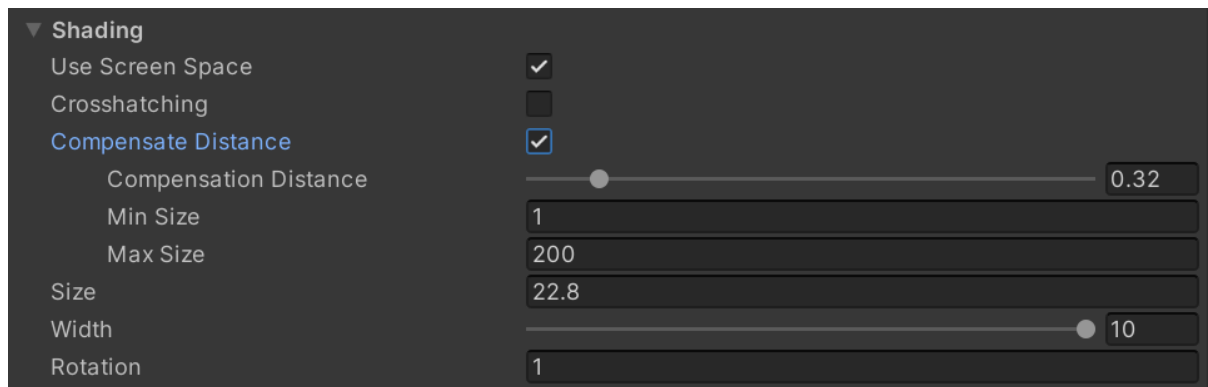
The **Shading** category contains parameters responsible for that distinctive comics art look we all adore.

- **Use Screen Space:** controls what space is used to apply shading (uses UV space when off).
- **Crosshatching:** adds additional perpendicular hatching.
- **Compensate Distance:** helps to fix the noticeable artifacts when **Screen Space** is used.
  - **Compensation Distance:** sets the distance at which compensation is applied.
  - **Min/Max Sizes:** Clamps **Size** parameter between these parameters.
- **Size:** sets the size of the shading (the lower the value, the bigger the dots)
- **Width:** controls the width of each dot (set it to the maximum to get line hatching, set it to the minimum to get dots/halftones).
- **Rotation:** controls the rotation of the shading.

SHADOWS
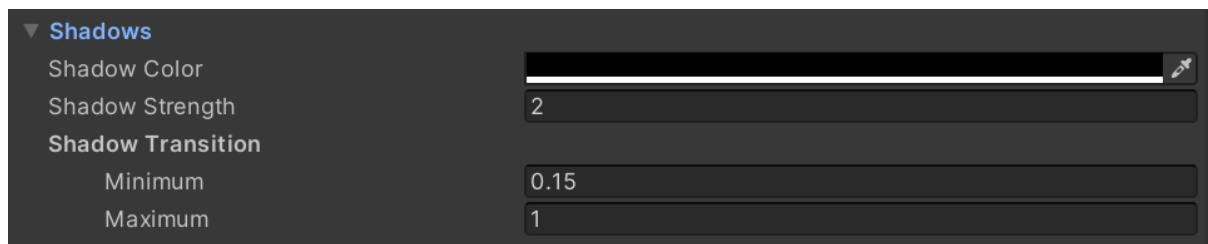
The **Shadows** category contains options to adjust shadowing on the model.

- **Shadow Color:** sets the color and opacity of the shadow.
- **Shadow Strength:** controls how prominent the shadowing is.
- **Shadow Transition (Minimum/Maximum):** controls how smooth the transition between non-shadowed and shadowed parts is.

HIGHLIGHT
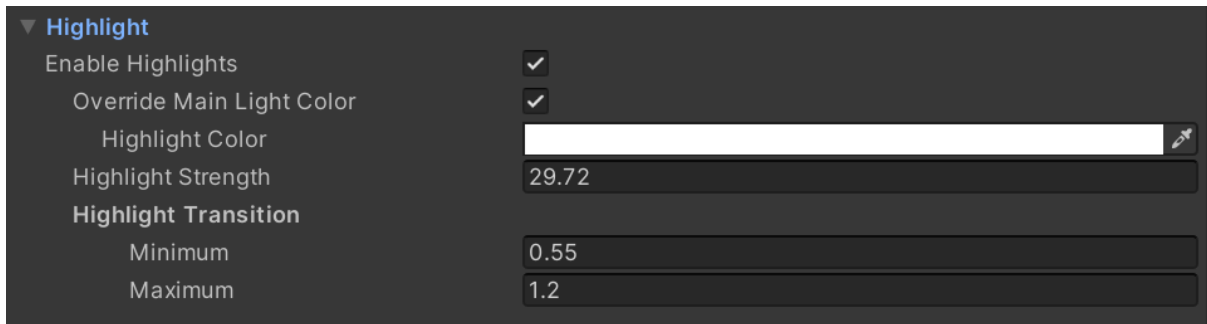
The **Highlight** category lets enable and fine-tune highlights on the model.
- **Enable Highlights:** Enables highlights.
- **Override Main Light Color:** Lets you override the main light (Directional light) color and set your own color for highlights
- **Highlight Color:** Sets the highlight color (shows up if the previous option is enabled).
- **Highlight Strength:** controls how prominent the highlights are.
- **Highlight Transition (Minimum/Maximum):** controls how smooth the transition between non-highlighted and highlighted parts is (similar to shadows).

ADDITIONAL LIGHTS

The **Additional Lights** category lets you enable support of the additional lights (Point, Spot, Directional).
- **Enable Additional Lights:** Makes the shader react to the additional lights.
- **Override Color:** Enables overriding of the additional lights colors.
- **Additional Lights Color:** Sets the color of the additional lights (shows up if the previous option is enabled).

FRESNEL
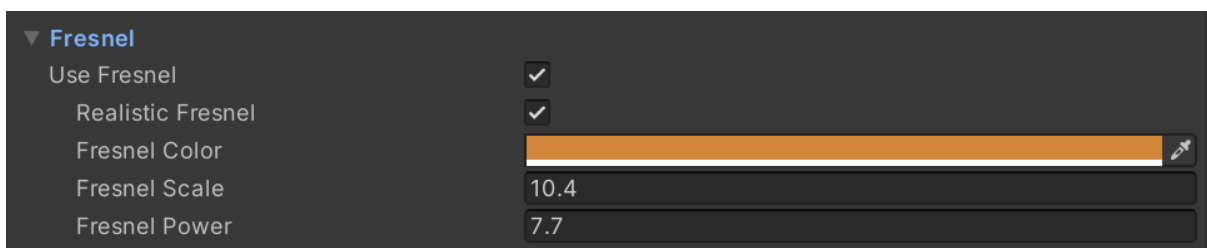
The **Fresnel** category controls the fresnel effect applied on the model.
- **Use Fresnel:** Enables the fresnel effect.
- **Realistic Fresnel:** Uses the normal map to apply the effect and prevents it from applying in the shadowed parts.

- **Fresnel Color:** Sets the color of the fresnel.
- **Fresnel Scale:** Controls how smooth/sharp the fresnel is*.
- **Fresnel Power:** Controls how big the fresnel is*.
  The best way is to tweak both options until you get the desired result.

OTHER

COMIX also has such standard Unity shaders parameters as **Culling** (discard back faces, front faces or non), **Render Queue**, **Enable GPU Instancing**.